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## Starting the Game



1. Turn **ON** the power switch on your "ADO Interactive Multiplayer™". The READY light indicates that the unit is on.
2. Make sure a Control Panel is plugged into the Control Port on the Multiplayer console. When the power is OFF, plug in a control panel and turn the power ON again.
3. Press the OPEN/CLOSE button. The disc tray opens.
4. Insert your game disc into the disc tray (label side up) and press OPEN/CLOSE to retract the tray. The JDCP logo appears. (If you don't see it after a few seconds, turn OFF the power and begin again at step 1.)
5. When the intro animation ends, the first video segment begins. After this video, the first mission is loaded. Press PLAY/PAUSE at any time to view the Main Menu. (See Options on page 6 to learn more about setting up the game.)
6. Once you have set up the options from the Main Menu, press PLAY/PAUSE to start the mission.



## Command Summary

### Overall

- Advance through any video: **STOP**
- Pause the game: **PLAY/PAUSE**
- Continue after having paused: **PLAY/PAUSE**
- Exit to return: **PLAY/PAUSE** or **STOP**
- Access Main Menu from video: **PLAY/PAUSE**

### Flying

- Turn Right: D-Pad **RIGHT**
- Turn Left: D-Pad **LEFT**
- Climb: D-Pad **DOWN**
- Dive: D-Pad **UP**
- Thrusters: **RIGHT SHIFT** or **A**
- Toggle between Radar/Missile/Vulcan: **STOP**
- Refuel: Fly directly under the refueling drone

### Firing

- Fire Laser: **B**
- Fire Missiles: **C**





MAIN MENU

## Options

To select any of the following options, D-Pad **UP/DOWN** then press **C**.  
When you have set the game up, press **PLAY/PAUSE** to launch the game.

## Save Game

Once you have depleted all your men, an ending screen offers two choices: **CONTINUE** and **START OVER** (if you zero).

- To save your mission, select **CONTINUE** at the ending screen.  
(Once this is done, you may exit the game.)

Note: If you select **START** at the ending screen, your game will be erased and you will start back at level 1.

## New Game

You can use the preexisting names or you can make up your own names. When you have set up the new game, press **PLAY/PAUSE** to return to the Main Menu.

To change **NAME**:

1. D-Pad **RIGHT** to move the cursor onto the first letter.
2. D-Pad **UP/DOWN** to change letters.
3. When you've spelled the name, D-Pad **LEFT/RIGHT** to highlight **NAME**.

To change **DIFFICULTY**:

1. D-Pad **DOWN** to highlight **RANK** (Difficulty).
2. D-Pad **RIGHT** to highlight **CADFT**, **WINGMAN** or **ACE** (Ace is the most difficult Cadet this season).

Press **PLAY/PAUSE** to return to the Main Menu.

Note: A new player name will appear in the Rank only after you have flown a mission.

## Roster

To return to roster game:

1. D-Pad UP/DOWN to highlight the game you wish to return.
2. Press **R** to return the highlighted game, or press **C** to erase the highlighted game.
3. Press **PLAY/PAUSE** to return to the Main Menu.

NOTE: Up to two games can be saved autonomously. You can overwrite a saved game.

## Training

If you have yet to complete a mission you can train only as a simulated battle with tanks and jets. Fly is training mission or any mission you have already completed. Training doesn't carry over to the next level.

To Select a training mission:

1. D-Pad LEFT/RIGHT to select the number of the mission on which you wish to train.
2. Press **PLAY/PAUSE** to begin the mission.

## Help

To view the control pad layout, Press **C**.

## Your Aircraft/Cockpit

The F177 comes equipped with a Headset. The Headset aims the fighter before each mission according to the mission objective.

## Cockpit



### Shields Indicator

Displays shields energy remaining. When the red bar disappears the F177 is defenseless against enemy weaponry.

### Laser Indicator

Displays laser energy remaining. When the green bar disappears the F177 cannot fire its lasers.

### Fuel Indicator

Displays fuel energy remaining. When the blue bar disappears the F177 is out of fuel.

### Power Indicator

Indicates when the gauge is peaked. When the green is peaked information on your performance appears.

### Voice Signal Analyzer

Indicates when IFF, the Comms, or other pilots are providing information.

### Pitch & Yaw

Pitch indicates the F177's degree of climb or dive, and yaw indicates the F177's degree of roll.

### Altimeter

Indicates the altitude of the F177.

### Odometer

Indicates the number of klicks the F177 must travel before completing the mission.

### Thrust Indicator

Indicates when the Thrusters have been activated.

### Missile Banks

Indicate the number of remaining missiles per bank.

### Direction Indicator

Indicates direction. Center the indicator in its window to head on course.

### Flight Path Indicator

Indicates "Safe Zone," the area in which the F177 will not be hit by friendly fire.

### Targeting and Firing

- To Target: Joypad UP/DOWN/LEFT/RIGHT until the target window turns red. Depending on how far away it is, the target might be visible through the target window.
- To Fire Lasers: Press B. Hold B to fire continuously.
- To Fire Missiles: Press C.



## Refueling

Inevitably you'll run low on fuel, ammunition, and shields. To replenish the F177's fuel and armament, fly directly under one of the refueling drogues located throughout each mission.

## Lives & Mission Evaluation

Each play begins the game with three attempts. An additional attempt is earned for completion and if you complete all mission objectives.

The Mission Evaluation tab shows your score. The more users and the lower the score targets destroyed. Hit higher your total score.

**Note:** During Training your score doesn't carry over to the next level.

## Moving Through Missions

To save the human race, you must successfully complete all ten missions. To successfully complete a mission, you must accomplish the objectives outlined by the commanding officer at the beginning of each mission. The on-line computer, Intelligent Strategic Engine (ICE), provides useful information just before takeoff and outlines mission objectives throughout each mission.

## A Note On Targets

All on-vehicle are equipped with armor of varying strength. Most are equipped with weapons. In level 10 there are gravity wells and anti-gravity wells.

Gravity wells are earthbound pods that can attract and crash the F177. Once you are caught by a gravity well, tilt the nose of the F177 down and fire to destroy the well.

Anti-gravity wells are the F177 after throwing it off course.

